

IV. AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A gaming machine comprising:
a game result display device for displaying a game result thereon; and
a beneficial state generating device for generating a beneficial state for a player when a predetermined game result is displayed on the game result display device;

wherein the game result display device includes a first display device and a second display device arranged in front of a display area of the first display device when seen from a front side of the gaming machine,

wherein the first display device includes a plurality of symbol display parts capable of variably displaying one or more symbols and conducting stop display thereof and an illumination device for illuminating the symbol display parts ,

wherein the second display device has symbol display areas corresponding to the symbol display parts through which the symbols displayed on the first display device are transmittably displayed and window ~~frames~~~~frame display areas are formed around the symbol display areas in the second display device, each respective one of the window frames having an inner periphery and an outer periphery disposed around and apart from the inner periphery to define a window frame display area therebetween, each respective one of the window frames surrounding a respective one of the symbol display parts with a respective inner periphery being contiguous to a respective symbol display part, and~~

wherein when display mode of the window frame display area is changed, the illumination device is adapted not to illuminate the symbol corresponding to the symbol display area and a light transmittance rate of the symbol display area is made low.

2. (Canceled)

3. (Canceled)

4. (Previously Presented) The gaming machine according to claim 1, wherein the display mode of the window frame display area is changed substantially at the same time that the stop display of the symbol is conducted.

5. (Previously Presented) The gaming machine according to claim 1, further comprising:

an internal winning combination determination device for determining an internal winning combination;

wherein the display mode of the window frame display area is changed when the internal winning combination determination device determines a predetermined combination as the internal winning combination.

6. (Currently Amended) A gaming machine comprising:

a game result display device for displaying a game result thereon; and

a beneficial state generating device for generating a beneficial state for a player when a predetermined game result is displayed on the game result display device;

wherein the game result display device includes a first display device and a second display device arranged in front of a display area of the first display device when seen from a front side of the gaming machine,

wherein the first display device includes at least one symbol display part capable of variably displaying one or more symbols and conducting stop display thereof,

wherein the second display device has at least one symbol display area corresponding to the at least one symbol display part through which the symbols displayed on the first display device are transmittably displayed and at least one window frame display area formed around the at least one symbol display area in the second display device, the at least one window frame having an inner periphery and an outer periphery disposed around and apart from the inner periphery to define a

window frame display area therebetween, the at least one window frame surrounding the at least one symbol display part with the inner periphery being contiguous to the at least one symbol display part,

wherein the at least one window frame display area has a first display mode and a second display mode visually different from the first display mode and

wherein the at least one window frame area changes from the first display mode to the second display mode when the beneficial state generating device generates the beneficial state for the player, the first display mode depicted only as a frame structure and the second display mode being a moving image superimposed on and moving along the frame structure.

7. (Canceled)

8. (Currently Amended) A gaming machine comprising:

a game result display device for displaying a game result thereon; and

a beneficial state generating device for generating a beneficial state for a player when a predetermined game result is displayed on the game result display device;

wherein the game result display device includes a first display device and a second display device arranged in front of a display area of the first display device when seen from a front side of the gaming machine,

wherein the first display device includes at least one symbol display part capable of variably displaying one or more symbols and conducting stop display thereof and an illumination device for illuminating the at least one symbol display part,

wherein the second display device includes an effect display area, at least one window frame area surrounded by the effect display area and at least one symbol display area surrounded by the at least one window frame area, the at least one symbol display area corresponding to the at least one symbol display part through which the symbols displayed on the first display device are transmittably displayed,

the at least one window frame having an inner periphery and an outer periphery disposed around and apart from the inner periphery to define a window frame display area therebetween, the at least one window frame surrounding the at least one symbol display part with the inner periphery being contiguous to the at least one symbol display part and with the outer periphery being contiguous to the effect display area, and

wherein when display mode of the at least one window frame display area is changed, the illumination device is adapted not to illuminate the symbol corresponding to the at least one symbol display area and a light transmittance rate of the at least one symbol display area is made low.

9. (Previously Presented) The gaming machine according to claim 8, wherein the display mode of the window frame display area is changed substantially at the same time that the stop display of the symbol is conducted.

10. (Previously Presented) The gaming machine according to claim 8, further comprising:

an internal winning combination determination device for determining an internal winning combination;

wherein the display mode of the window frame display area is changed when the internal winning combination determination device determines a predetermined combination as the internal winning combination.

11. (Currently Amended) A gaming machine comprising:
a game result display device for displaying a game result thereon; and
a beneficial state generating device for generating a beneficial state for a player when a predetermined game result is displayed on the game result display device;

wherein the game result display device includes a first display device and a second display device arranged in front of a display area of the first display device when seen from a front side of the gaming machine,

wherein the first display device includes at least one symbol display part capable of variably displaying one or more symbols and conducting stop display thereof,

wherein the second display device includes an effect display area, at least one window frame area surrounded by the effect display area and at least one symbol display area surrounded by the at least one window frame area, the at least one symbol display area corresponding to the at least one symbol display part through which the symbols displayed on the first display device are transmittably displayed, the at least one window frame having an inner periphery and an outer periphery disposed around and apart from the inner periphery to define a window frame display area therebetween, the at least one window frame surrounding the at least one symbol display area with the inner periphery being contiguous to the at least one symbol display area and with the outer periphery being contiguous to the effect display area,

wherein the at least one window frame display area has a first display mode and a second display mode visually different from the first display mode and

wherein the at least one window frame area changes from the first display mode to the second display mode when the beneficial state generating device generates the beneficial state for the player, the first display mode depicted only as a frame structure and the second display mode being a moving image superimposed on and moving along the frame structure.

12. (Currently Amended) A gaming machine comprising:

a start operation detection device for detecting a start operation of a game;
a game result display device for displaying a game result thereon; and

a beneficial state generating device for generating a beneficial state for a player when a predetermined game result is displayed on the game result display device;

wherein the game result display device includes a first display device having a plurality of rotatable reels on each periphery of which plural symbols are formed and a liquid crystal display device as a second display device arranged in front of the first display device when seen ~~from~~ from a front side of the gaming machine,

wherein the reels of the first display device are capable of variably displaying the plural symbols corresponding to that the start operation detection device detects the start operation of the game and are capable of stopping variable display of the plural symbols corresponding to that an input signal to stop the variable display of the plural symbols occurs by operation of a stop button,

wherein the liquid crystal display device has:

a symbol display area capable of transmittably displaying the symbols variably displayed and stopped on the reels;

a window frame display area formed so as to enclose the symbol display area, the window frame having an inner periphery and an outer periphery disposed around and apart from the inner periphery to define a window frame display area therebetween, the window frame surrounding the symbol display area with the inner periphery being contiguous to the at least one symbol display area; and

an effect display area other than the symbol display area and the window frame display area, the outer periphery of the window frame being contiguous to the effect display area, the effect display area displaying an effect image thereon;

the gaming machine further comprising:

an internal winning combination determination device for determining an internal winning combination based on that the start operation detection device detects the start operation of the game;

wherein the liquid crystal display device changes a color of the window frame display area so as to correspond to a specific combination and enlarge the window frame display area so as not to overlap with the symbol display area, at the same

time when the internal winning combination determination device determines the specific winning combination as the internal winning combination.

13. (Currently Amended) A gaming machine comprising:
a game result display device for displaying a game result thereon; and
a beneficial state generating device for generating a beneficial state for a player when a predetermined game result is displayed on the game result display device;

wherein the game result display device includes a first display device and a liquid crystal display device as a second display device, the liquid crystal display device being arranged in front of the first display device when seen from a front side of the gaming machine,

wherein the first display device includes a plurality of symbol display parts capable of variably displaying one or more symbols and conducting stop display thereof; and

wherein the liquid crystal display device has one symbol display area provided for each of all of the plural symbol display parts, the one symbol display area capable of transmittably displaying the symbols displayed on each of the plural symbol display parts therethrough by changing transmittance rate of the one display area;

a window frame display area formed so as to enclose the one symbol display area, the window frame having an inner periphery and an outer periphery disposed around and apart from the inner periphery to define a window frame display area therebetween, the window frame surrounding the symbol display area with the inner periphery being contiguous to the at least one symbol display area; and

an effect display area other than the one symbol display area and the window frame display area, the outer periphery of the window frame being contiguous to the effect display area, the effect display area displaying an effect image thereon.

14. (New) A gaming machine comprising:

a plurality of reels an outer periphery of each of which symbols are formed;

a liquid crystal display device arranged in front of the reels so as to cover the symbols formed on the reels, the liquid crystal display device having a plurality of symbol display areas each of which corresponds to each of the reels and through which the symbols of the reels are transmittably displayed, window frames each of which has an inner periphery and an outer periphery disposed around and apart from the inner periphery and surrounds one of the reels with the inner periphery being contiguous to the reel and an effect display area other than the symbol display areas and the window frames, effect images being displayed on the effect display area; and

a processor operates with the reels and the liquid crystal display device so as to (a) detect a start instruction of a game, (b) rotate the reels corresponding to the start instruction and variably display the symbols of the reels, (c) determine a winning symbol combination, (d) change a color of the window frames corresponding to the winning symbol combination and enlarge the window frames so as not to overlap with the symbol display areas, (e) stop the reels and display the symbols through the symbol display areas and (f) generate a beneficial state for a player corresponding to the winning symbol combination.

15. (New) A gaming machine comprising:

a plurality of reels an outer periphery of each of which symbols are formed;

a liquid crystal display device arranged in front of the reels so as to cover the symbols formed on the reels, the liquid crystal display device having a plurality of symbol display areas each of which corresponds to each of the reels and through which the symbols of the reels are transmittably displayed, window frames each of which has an inner periphery and an outer periphery disposed around and apart from the inner periphery and surrounds one of the reels with the inner periphery being contiguous to the reel and an effect display area other than the symbol display areas and the window frames, effect images being displayed on the effect display area; and

a processor operates with the reels and the liquid crystal display device so as to (a) detect a start instruction of a game, (b) rotate the reels corresponding to the start instruction and variably display the symbols of the reels, (c) determine a

winning symbol combination, (d) change light transmittance of a center part of the symbol display area so as to become high so that the symbols of the reel are easily seen through the symbol display area of the liquid crystal display device and change light transmittance of the symbol display area so as to become low in a peripheral part apart from the center part so that the symbols of the reel are not easily seen through the symbol display area of the liquid crystal display device, (e) stop the reels and display the symbols through the symbol display areas and (f) generate a beneficial state for a player corresponding to the winning symbol combination.

16. (New) A gaming machine comprising:

- a plurality of reels an outer periphery of each of which symbols are formed;
- a liquid crystal display device arranged in front of the reels so as to cover the symbols formed on the reels, the liquid crystal display device having a plurality of symbol display areas each of which corresponds to each of the reels and through which the symbols of the reels are transmittably displayed, window frames each of which has an inner periphery and an outer periphery disposed around and apart from the inner periphery and surrounds one of the reels with the inner periphery being contiguous to the reel and an effect display area other than the symbol display areas and the window frames, effect images being displayed on the effect display area; and
- a processor operates with the reels and the liquid crystal display device so as to (a) detect a start instruction of a game, (b) rotate the reels corresponding to the start instruction and variably display the symbols of the reels, (c) determine a winning symbol combination, (d) display a moving object image so as to move along each of the window frames, (e) stop the reels and display the symbols through the symbol display areas and (f) generate a beneficial state for a player corresponding to the winning symbol combination.

V. REMARKS

Entry of the Amendment is proper under 37 C.F.R. §1.116 because the Amendment: a) places the application in condition for allowance for the reasons discussed herein; b) does not raise any new issue requiring further search and/or consideration because the Amendment amplifies issues previously discussed throughout prosecution; and c) places the application in better form for appeal, should an Appeal be necessary. The Amendment is necessary and was not earlier presented because it is made in response to arguments raised in the final rejection. The amendments to the subject claims do not incorporate any new subject matter into the claims. Thus, entry of the Amendment is respectfully requested.

Claim 12 is objected to because of an informality. The claim is amended to obviate the objection. Withdrawal of the objection is respectfully requested.

Claims 1, 4-6 and 8-13 are rejected under 35 USC 102 (e) as being anticipated by Muir et al. (U.S. Patent Publication No. 2005/0192090). The rejection is respectfully traversed.

Muir teaches a gaming machine display which includes a game playing arrangement mountable in a cabinet of a gaming machine and an electronically controlled display element overlying the game playing arrangement. The game playing arrangement is visible through the display element, when in use, depending on a state of the display element. The game playing arrangement includes a mechanical, symbol carrying arrangement. The symbol carrying arrangement has a set of rotatable mechanical reels with a plurality of symbols being arranged on an outer periphery of each reel. The display element has a display screen overlying the game playing arrangement. The display screen is a multi-layered structure in which the structure includes a monitor on which images are to be displayed. The monitor overlies a shutter mechanism. The shutter mechanism is an electronically controlled device that is controllable to vary between a transparent state, in which the game

playing arrangement is visible through the device, and an at least partially opaque state, in which the game playing arrangement is at least partially occluded. A monitor housing defines a plurality of openings with one opening being associated with each reel and a part of the outer periphery of each reel is visible through its associated opening. The electronically controlled device defines a plurality of zones with each zone, in use, overlying one of the reels and each zone is controllable to vary between the transparent state, in which the associated reel is visible through that zone and an at least partially opaque state, in which said reel is at least partially occluded.

Claim 1, as amended, is directed to a gaming machine that includes a game result display device for displaying a game result thereon and a beneficial state generating device for generating a beneficial state for a player when a predetermined game result is displayed on the game result display device. Claim 1 recites that the game result display device includes a first display device and a second display device arranged in front of a display area of the first display device when seen from a front side of the gaming machine. Also, claim 1 recites that the first display device includes a plurality of symbol display parts capable of variably displaying one or more symbols and conducting stop display thereof and an illumination device for illuminating the symbol display parts. Claim 1 further recites that the second display device has symbol display areas corresponding to the symbol display parts through which the symbols displayed on the first display device are transmittably displayed and window frames. Additionally, claim 1 recites that each respective one of the window frames has an inner periphery and an outer periphery disposed around and apart from the inner periphery to define a window frame display area therebetween and each respective one of the window frames surrounds a respective one of the symbol display parts with a respective inner periphery being contiguous to a respective symbol display part. Also, claim one recites that, when display mode of the window frame display area is changed, the illumination device is adapted not to illuminate the symbol corresponding to the symbol display area and a light transmittance rate of the symbol display area is made low.

It is respectfully submitted that the rejection is improper because the applied art fails to teach each and every element of claim 1 as amended. Specifically, it is respectfully submitted that the applied art fails to teach that each respective one of the window frames has an inner periphery and an outer periphery disposed around and apart from the inner periphery to define a window frame display area therebetween and each respective one of the window frames surrounds a respective one of the symbol display parts with a respective inner periphery being contiguous to a respective symbol display part. As a result, it is respectfully submitted that claim 1 is allowable over the applied art.

Claim 6, as amended, is directed to a gaming machine that includes a game result display device for displaying a game result thereon and a beneficial state generating device for generating a beneficial state for a player when a predetermined game result is displayed on the game result display device. Claim 6 also recites that the game result display device includes a first display device and a second display device arranged in front of a display area of the first display device when seen from a front side of the gaming machine. Additionally, claim 6 recites that the first display device includes at least one symbol display part capable of variably displaying one or more symbols and conducting stop display thereof. Furthermore, claim 6 recites that the second display device has at least one symbol display area corresponding to the at least one symbol display part through which the symbols displayed on the first display device are transmittably displayed and at least one window frame. Claim 6 recites that the at least one window frame has an inner periphery and an outer periphery disposed around and apart from the inner periphery to define a window frame display area therebetween and the at least one window frame surrounds the at least one symbol display part with the inner periphery being contiguous to the at least one symbol display part. Additionally, claim 6 recites that the at least one window frame display area has a first display mode and a second display mode visually different from the first display mode and the at least one window frame area changes from the first display mode to the second display mode when the beneficial state

generating device generates the beneficial state for the player with the first display mode depicted only as a frame structure and the second display mode being a moving image superimposed on and moving along the frame structure.

It is respectfully submitted that the rejection is improper because the applied art fails to teach each and every element of claim 6 as amended. Specifically, it is respectfully submitted that the applied art fails to teach that the at least one window frame has an inner periphery and an outer periphery disposed around and apart from the inner periphery to define a window frame display area therebetween and the at least one window frame surrounds the at least one symbol display part with the inner periphery being contiguous to the at least one symbol display part. As a result, it is respectfully submitted that claim 6 is allowable over the applied art.

Claim 8, as amended, is directed to a gaming machine that includes a game result display device for displaying a game result thereon and a beneficial state generating device for generating a beneficial state for a player when a predetermined game result is displayed on the game result display device. Claim 8 recites that the game result display device includes a first display device and a second display device arranged in front of a display area of the first display device when seen from a front side of the gaming machine. Also, claim 8 recites that the first display device includes at least one symbol display part capable of variably displaying one or more symbols and conducting stop display thereof and an illumination device for illuminating the at least one symbol display part. Further, claim 8 recites that the second display device includes an effect display area, at least one window frame surrounded by the effect display area and at least one symbol display area surrounded by the at least one window frame with the at least one symbol display area corresponding to the at least one symbol display part through which the symbols displayed on the first display device are transmittably displayed. Additionally, claim 8 recites that the at least one window frame has an inner periphery and an outer periphery disposed around and apart from the inner periphery to define a window frame display area therebetween and the at least one window frame surrounds the at

least one symbol display part with the inner periphery being contiguous to the at least one symbol display part and with the outer periphery being contiguous to the effect display area. Also, claim 8 recites that, when display mode of the at least one window frame display area is changed, the illumination device is adapted not to illuminate the symbol corresponding to the at least one symbol display area and a light transmittance rate of the at least one symbol display area is made low.

It is respectfully submitted that the rejection is improper because the applied art fails to teach each and every element of claim 8 as amended. Specifically, it is respectfully submitted that the applied art fails to teach the at least one window frame has an inner periphery and an outer periphery disposed around and apart from the inner periphery to define a window frame display area therebetween and the at least one window frame surrounds the at least one symbol display part with the inner periphery being contiguous to the at least one symbol display part and with the outer periphery being contiguous to the effect display area. As a result, it is respectfully submitted that claim 8 is allowable over the applied art.

Claim 11, as amended, is directed to a gaming machine that includes a game result display device for displaying a game result thereon and a beneficial state generating device for generating a beneficial state for a player when a predetermined game result is displayed on the game result display device. Claim 11 recites that the game result display device includes a first display device and a second display device arranged in front of a display area of the first display device when seen from a front side of the gaming machine. Claim 11 also recites that the first display device includes at least one symbol display part capable of variably displaying one or more symbols and conducting stop display thereof. Additionally, claim 11 recites that the second display device includes an effect display area with at least one window frame surrounded by the effect display area and at least one symbol display area surrounded by the at least one window frame and with the at least one symbol display area corresponding to the at least one symbol display part through which the symbols displayed on the first display device are transmittably displayed. Also, claim

11 recites that the at least one window frame has an inner periphery and an outer periphery disposed around and apart from the inner periphery to define a window frame display area therebetween and the at least one window frame surrounds the at least one symbol display area with the inner periphery being contiguous to the at least one symbol display area and with the outer periphery being contiguous to the effect display area. Claim 11 further recites that the at least one window frame display area has a first display mode and a second display mode visually different from the first display mode and the at least one window frame area changes from the first display mode to the second display mode when the beneficial state generating device generates the beneficial state for the player, the first display mode depicted only as a frame structure and the second display mode being a moving image superimposed on and moving along the frame structure.

It is respectfully submitted that the rejection is improper because the applied art fails to teach each and every element of claim 11 as amended. Specifically, it is respectfully submitted that the applied art fails to teach that the at least one window frame has an inner periphery and an outer periphery disposed around and apart from the inner periphery to define a window frame display area therebetween and the at least one window frame surrounds the at least one symbol display area with the inner periphery being contiguous to the at least one symbol display area and with the outer periphery being contiguous to the effect display area. As a result, it is respectfully submitted that claim 11 is allowable over the applied art.

Claim 12, as amended, is directed to a gaming machine includes a start operation detection device for detecting a start operation of a game, a game result display device for displaying a game result thereon and a beneficial state generating device for generating a beneficial state for a player when a predetermined game result is displayed on the game result display device. Claim 12 recites that the game result display device includes a first display device having a plurality of rotatable reels on each periphery of which plural symbols are formed and a liquid crystal display device as a second display device arranged in front of the first display device when

seen from a front side of the gaming machine. Also, claim 12 recites that the reels of the first display device are capable of variably displaying the plural symbols corresponding to that the start operation detection device detects the start operation of the game and are capable of stopping variable display of the plural symbols corresponding to that an input signal to stop the variable display of the plural symbols occurs by operation of a stop button. Further, claim 12 recites that the liquid crystal display device has a symbol display area capable of transmittably displaying the symbols variably displayed and stopped on the reels, a window frame formed so as to enclose the symbol display area with the window frame having an inner periphery and an outer periphery disposed around and apart from the inner periphery to define a window frame display area therebetween and with the window frame surrounding the symbol display area with the inner periphery being contiguous to the at least one symbol display area and an effect display area other than the symbol display area and the window frame display area with the outer periphery of the window frame being contiguous to the effect display area and with the effect display area displaying an effect image thereon. Furthermore, claim 12 recites that the gaming machine further comprises an internal winning combination determination device for determining an internal winning combination based on that the start operation detection device detects the start operation of the game. Also, claim 12 recites that the liquid crystal display device changes a color of the window frame display area so as to correspond to a specific combination and enlarge the window frame display area so as not to overlap with the symbol display area, at the same time when the internal winning combination determination device determines the specific winning combination as the internal winning combination.

It is respectfully submitted that the rejection is improper because the applied art fails to teach each and every element of claim 12 as amended. Specifically, it is respectfully submitted that the applied art fails to teach a window frame having an inner periphery and an outer periphery disposed around and apart from the inner periphery to define a window frame display area therebetween and with the window

frame surrounding the symbol display area with the inner periphery being contiguous to the at least one symbol display area and an effect display area other than the symbol display area and the window frame display area with the outer periphery of the window frame being contiguous to the effect display area. As a result, it is respectfully submitted that claim 12 is allowable over the applied art.

Claim 13, as amended, is directed to a gaming machine that includes a game result display device for displaying a game result thereon and a beneficial state generating device for generating a beneficial state for a player when a predetermined game result is displayed on the game result display device. Claim 13 recites that the game result display device includes a first display device and a liquid crystal display device as a second display device with the liquid crystal display device being arranged in front of the first display device when seen from a front side of the gaming machine. Additionally, claim 13 recites that the first display device includes a plurality of symbol display parts capable of variably displaying one or more symbols and conducting stop display thereof and the liquid crystal display device has one symbol display area provided for each of all of the plural symbol display parts with the one symbol display area capable of transmittably displaying the symbols displayed on each of the plural symbol display parts therethrough by changing transmittance rate of the one display area. Furthermore, claim 13 recites that a window frame display area is formed so as to enclose the one symbol display area with the window frame having an inner periphery and an outer periphery disposed around and apart from the inner periphery to define a window frame display area therebetween and with the window frame surrounding the symbol display area with the inner periphery being contiguous to the at least one symbol display area and an effect display area other than the one symbol display area and the window frame display area with the outer periphery of the window frame being contiguous to the effect display area and with the effect display area displaying an effect image thereon.

It is respectfully submitted that the rejection is improper because the applied art fails to teach each and every element of claim 13 as amended. Specifically, it is

respectfully submitted that the applied art fails to teach that a window frame display area is formed so as to enclose the one symbol display area with the window frame having an inner periphery and an outer periphery disposed around and apart from the inner periphery to define a window frame display area therebetween and with the window frame surrounding the symbol display area with the inner periphery being contiguous to the at least one symbol display area and an effect display area other than the one symbol display area and the window frame display area with the outer periphery of the window frame being contiguous to the effect display area and with the effect display area displaying an effect image thereon. As a result, it is respectfully submitted that claim 13 is allowable over the applied art.

Claims 4 and 5 depend from claim 1 and include all of the features of claim 1. Thus, it is respectfully submitted that the dependent claims are allowable at least for the reason claim 1 is allowable as well as for the features they recite.

Claim 7 depends from claim 6 and includes all of the features of claim 6. Thus, it is respectfully submitted that the dependent claim is allowable at least for the reasons claim 6 is allowable as well as for the features it recites.

Claims 9 and 10 depend from claim 8 and include all of the features of claim 8. Thus, it is respectfully submitted that the dependent claims are allowable at least for the reason claim 8 is allowable as well as for the features they recite.

Withdrawal of the rejection is respectfully requested.

Newly-added claims 14-16 also include features not shown in the applied art.

It is respectfully submitted that the pending claims are believed to be in condition for allowance over the prior art of record. Therefore, this Amendment is believed to be a complete response to the outstanding Office Action. Further, Applicants assert that there are also reasons other than those set forth above why the pending claims are patentable. Applicants hereby reserve the right to set forth further arguments and remarks supporting the patentability of their claims, including

the separate patentability of the dependent claims not explicitly addressed herein, in future papers.

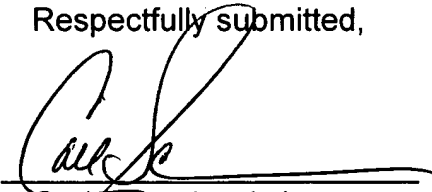
In view of the foregoing, reconsideration of the application and allowance of the pending claims are respectfully requested. Should the Examiner believe anything further is desirable in order to place the application in even better condition for allowance, the Examiner is invited to contact Applicants' representative at the telephone number listed below.

Should additional fees be necessary in connection with the filing of this paper or if a Petition for Extension of Time is required for timely acceptance of the same, the Commissioner is hereby authorized to charge Deposit Account No. 18-0013 for any such fees and Applicant(s) hereby petition for such extension of time.

Respectfully submitted,

Date: July 28, 2008

By:



Carl Schaukowitch
Reg. No. 29,211

RADER, FISHMAN & GRAUER PLLC
1233 20th Street, N.W. Suite 501
Washington, D.C. 20036
Tel: (202) 955-3750
Fax: (202) 955-3751
Customer No. 23353

Enclosure(s): Amendment Transmittal

DC321637.DOC